Tigershark

6

Video

TIMER:XX:XX   AUTO

_ placed ON
the cockpit frame
or at top of screen

7

Camera View

MESSAGE PLAQUE:
MANIAC: Chalk up another for the Maniac!

STILETTO: The aliens are not here. Let's keep moving!

Nav Point
Indicator
(should be a
thin Plus sign)

Reticle

+

EJECT

EJECT

ITTS Circle

4

Guns/Weapons

Off-Screen
Target Indicator

2

Player Input

KPS: XXX

SET: XXX

1

Player Armor/Shields

G U N   P W R

LOCK

ST

ET

3

Radar

F U E L

5

Target Armor/Shields

6
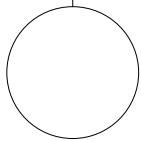
Video

SET: XXX

TIMER: XX:XX:XX

KPS: XXX

EJECT

AUTO

EJECT

MESSAGE PLAQUE: The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog...
MANIAC: Chalk up another for the Maniac!
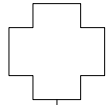**STILETTO**: The aliens are not here. Let's keep moving!

7

Camera View

Off-Screen Target Indicator

Reticle

ITTS Circle

Nav Point Indicator (should be a thin Plus sign)

FIGHTER - TYPE
Wild Weasel

Afterburn

Gun Pool

LOCK

ECM

LOCK

ST

ET

1

Player Armor/Shields

2

Player Input

3

Radar

4

Guns/Weapons

5

Target Armor/Shields

2

Player Input

6

Video

4

Guns/Weapons

7

Camera View

EJECT   LOCK

LOCK   EJECT

FTurret

3

Radar

LTurret

RTurret

ST

ET

BTurret

Off-Screen
Target Indicator

Afterburn

Gun Pool

Reticle

Nav Point
Indicator
(should be a
thin Plus sign)

BOMBER - TYPE

[NOTE: Bomber has NO ITTS]

1

Player Armor/Shields

MESSAGE PLAQUE: The quick brown fox jumped over the lazy dog. The quick brown fox jumped over the lazy dog...
MANIAC: Chalk up another for the Maniac!
STILETTO: The aliens are not here. Let's keep moving!

AUTO

SET: XXX

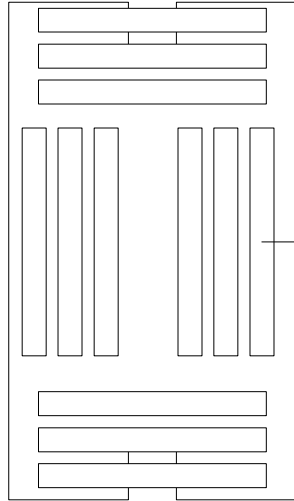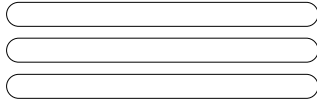TIMER: XX:XX:XX

KPS: XXX

5

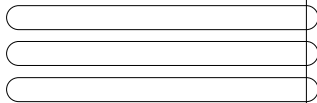Target Armor/Shields

1

Player will be Vertically oriented to differentiate from Target
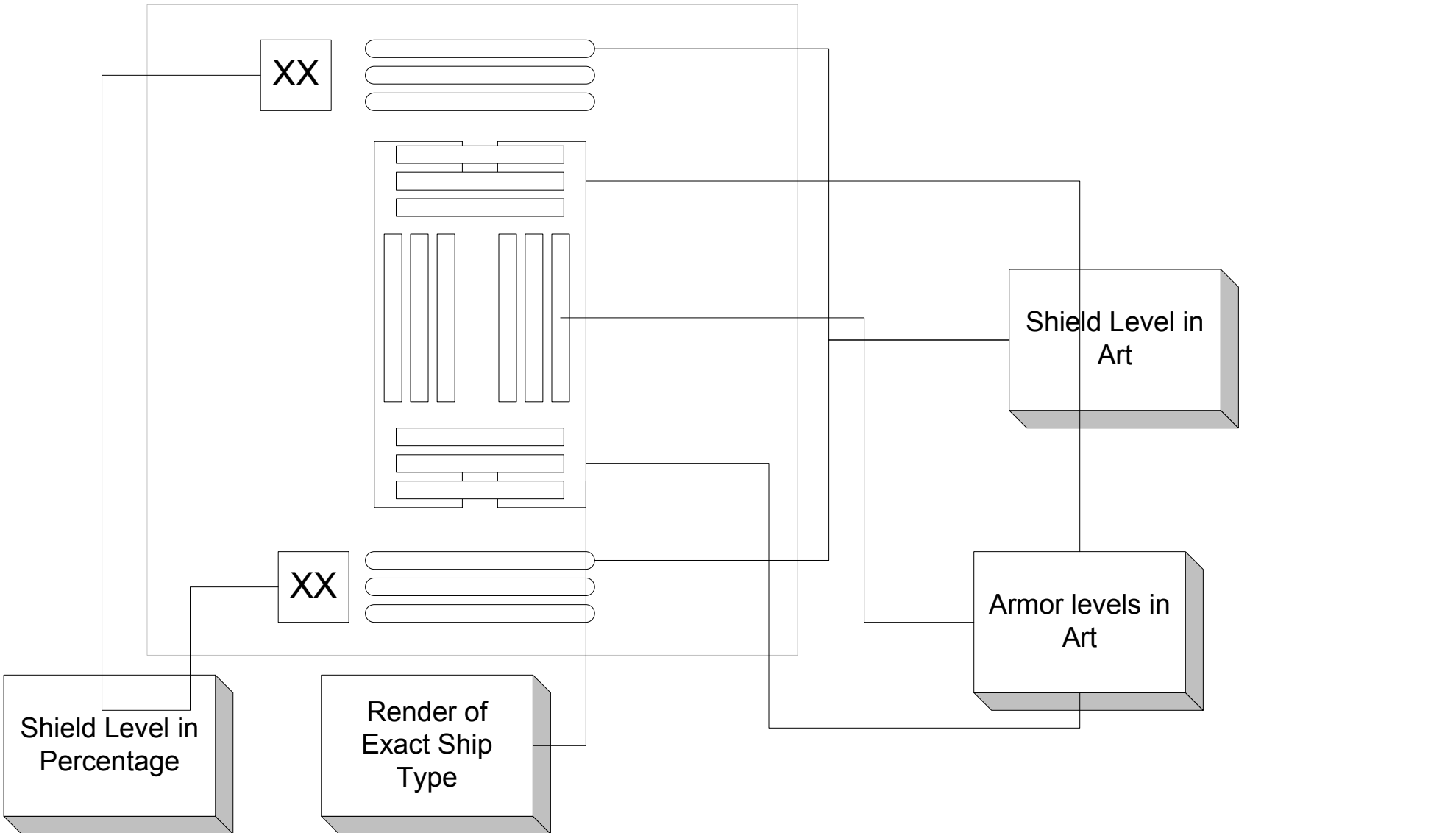
Player - Armor/ Shields

XX

Shield Level in Art

Armor levels in Art

XX

Shield Level in Percentage

Render of Exact Ship Type

2

(P) Power Distribution
(C) CommOptions
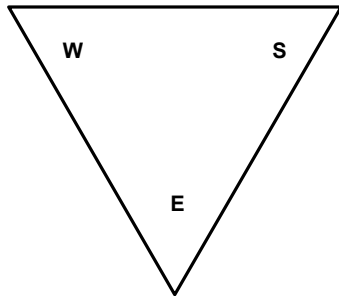(D) Damage Display
(S) Shield Configuration

Player - Input Window

Power Distribution

W   S

E

Comm Options

Comm Options
(1) Wingman1
(2) Wingman2
(3) Target

() Wingman ()
(1) Break and Attack
(2) Form on my wing
(3) Help me out here
(4) Attack my target
(5) Keep radio silecne
(6) Never Mind

Damage Display

<u>DAMAGE REPORT</u>
Shields 60%
Engines 50%
Guns 25%
Radar 25%

Shield Configuration

Holding down (P) will bring up the Power Distribution meter. Moving the joystick to the corners will change the power distribution to the value the stick is left.

Pressing (C) will bring up the Comm options. At this point, the selections will be made by pressing the 1-top number keys. The functionality will remain as in previous Wing Commanders.
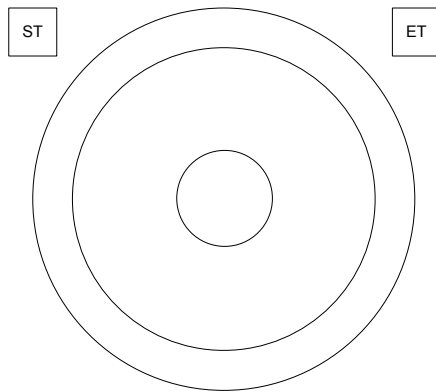
This is a visual display of what systems are damaged/destroyed, and should indicate to the player that the systems that are damaged are being repaired.

This display (accessed by pressing S) shows the status of the shields. **Holding down** (S) will allow the player to change the distribution of the shields.

3

Radar - Persistent Display, the radar will act as in previous Wing Commanders

Radar

ST

ET

FTurret

LTurret

3

RTurret

BTurret

These Displays show the status (damage) of the turrets on the bomber. The turrets are (F)ront, (B)ack (L)eft, (R)ight
They will be GREEN/YELLOW/ RED. They could be brightened when they are firing

Persistent display, the radar will act as in previous Wing Commanders.   Central circle is player's view cone, quads are to the sides of player, outer ring is behind player.
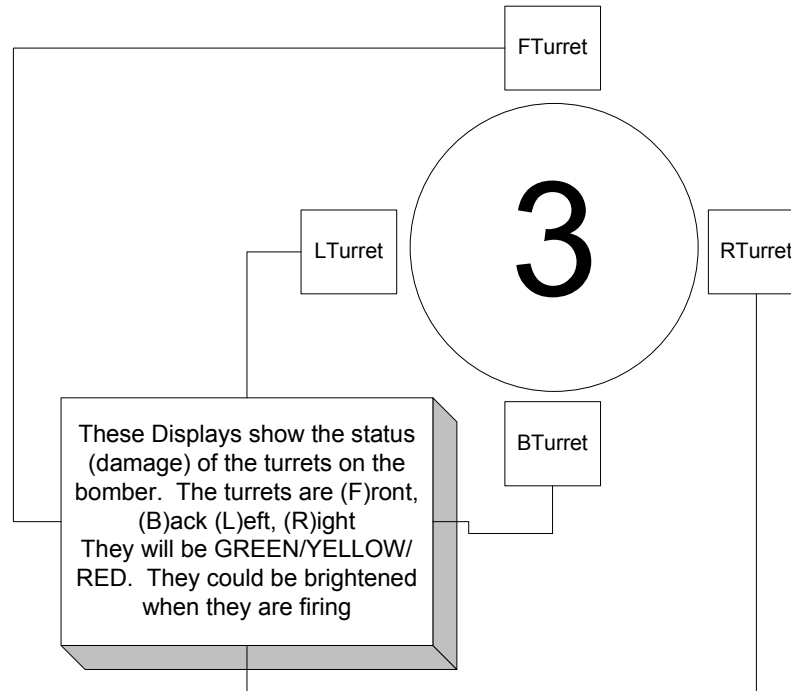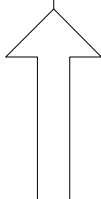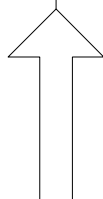
4

Each display can be brought up separately.
(G) Guns
(W) Weapons

Guns and Missile Display

Each gun is drawn as damaged

GUN:
LASER

AMMO: XXXX

MISSILE: DUMBFIRE
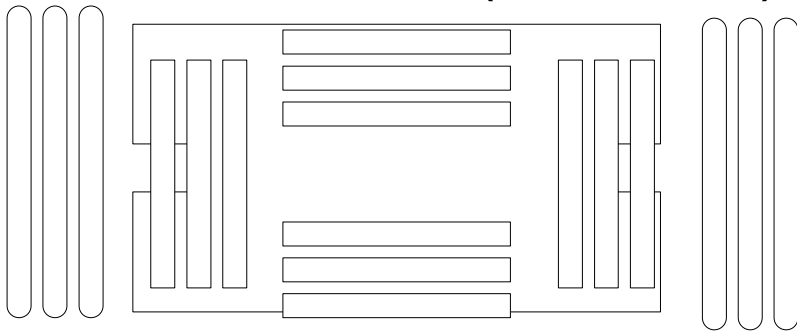
REMAINING: XXX

Either display can pop up as needed

If FULL GUNS are selected, there will be an ICON - not all the individual guns.

If FULL SALVO is selected, there will be an ICON - not all the individual missiles.

5

Target will be Horizontally oriented to differentiate from Player

Target - Armor/ Shields

AUTO TARGETING
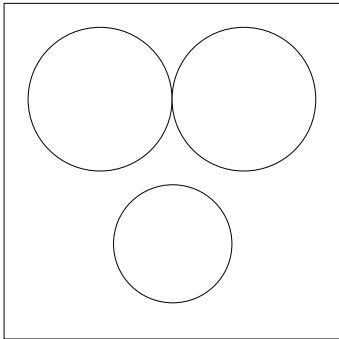TARGET: NAMENAME
RANGE: XXXX (NO UNIT)

XX

XX

Shield Level in Percentage

6

This is where the incoming comms will be played. It can have a border, but will be turned off if not in use.

Comm Video Playback

7

Camera will switch between:
Target Cam
Rear Cam
Missile Cam
Bomb Cam (if on a Bomber)

Camera View